

The Sorcerer of Claymorgue Castle



The long awaited new Graphic Adventure by Scott Adams

 **Adventure**
INTERNATIONAL™

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MARVEL®



NO.2



QUEST PROBE™

FEATURING

SPIDER-MAN®

IS THIS ONE
OF MYSTERIO'S
ILLUSIONS--



A
SCOTT ADAMS
MARVEL COMICS
LIMITED SERIES

Welcome to the Spider-Man adventure in the highly acclaimed QUESTPROBE maxi-series.

Marvel Comics and Scott Adams have teamed up to bring you a unique combination of comics and computer adventure games that allow you to become your favourite Marvel Super-hero. The end of this, the second adventure, leads you into the QUESTPROBE computer game in which you will control Spider-Man and meet his old friends and enemies, as well as the mysterious overseer of the whole QUESTPROBE series, the Chief Examiner.

Notes on the computer game, descriptions of the characters you may meet in the adventure, and loading instructions appear later in the comic, but right now... IT'S WEB-SLINGING TIME!



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*TO CATCH UP WITH THESE EVENTS, READ SPIDER-MAN-ON SALE EVERY SATURDAY... ED!





THE FIRST OF THESE TRANSMISSIONS TRAVELS THROUGH THE DISTANCE-REDUCING WARPS OF HYPER-SPACE--

-- TO THE VERY PLANET BEING ATTACKED BY THE BLACK FLEET!

ANOTHER PLANET CONQUERED!

HAH! THIS ONE GAVE US EVEN LESS OF A FIGHT THAN THE LAST!

ENOUGH TALK! OUR GOAL LIES OVER THIS WAY, IN THE TOWN PLAZA!

OUR INSTRUMENTS WERE CORRECT! THERE IS YET ANOTHER FRAGMENT OF THE LEGENDARY BIO-GEM!

YES! BUT PROCEED WITH EXTREME CARE! AS ALWAYS, THE GEM IS GUARDED BY A NATTER ENERGY-EGG!

WHATEVER ANCIENT RACE MANAGED TO FRAGMENT THE BIO-GEM WAS UNABLE TO DESTROY IT COMPLETELY!

FEARING THE GEM'S POWER, THEY FOUND A WAY TO ENTRAP IT BY USING THE GEM'S NATURAL NEMESIS TO THE GEM.

WHENEVER A GEM TRIES TO BREAK FREE OF THE ENTRAPMENT, THE EGG EXPLODES, DESTROYING ITSELF AND THE GEM!

BUT WE HAVE FOUND A WAY TO NEUTRALIZE THE ENERGY-EGGS! AND MORE IMPORTANT--

-- WE HAVE FOUND A WAY TO ENSLAVE THE BIO-GEMS-- JUST AS WE ENSLAVE THIS ONE IN A BIO-MATTER HARNESS.

IN TIME, WHEN WE HAVE CAPTURED ALL THE EXISTING FRAGMENTS OF THE GEM, WE WILL REUNITE THEM-- AND WITH ALL THEIR POWER OURS TO COMMAND--

-- THE ENTIRE UNIVERSE WILL BOW DOWN BEFORE THE MIGHT OF THE BLACK FLEET!

EVEN AS THE BIO-GEM IS TRAPPED WITHIN THE CONFINES OF THE HARNESS, IT SENDS OUT ONE LAST DESPERATE SURGE BEFORE ITS CONSCIOUSNESS SUCSUMBS...

A SURGE THAT TRAVERSES LIGHT YEARS IN AN INSTANT TO CONVEY ITS FLIGHT TO ITS FELLOW GEM ON DURGAN'S FLEET.

NO! ANOTHER OF MY CRYSTAL-BROTHERS HAS BEEN BROUGHT UNDER THE SWAY OF THE BLACK FLEET!

SOON THEY WILL HAVE CAPTURED ALL OF US! THEN WE WILL NO LONGER HAVE THE FREE WILL TO PURSUE OUR GOAL-- THE TOTAL DESTRUCTION OF ALL ORGANIC LIFE!

I MUST REPOUR MY EFFORTS TO FIND A MEANS TO ESCAPE THIS ACCURSED NATTER ENERGY-EGG!

AND IN THE COUNCIL CHAMBER...

THAT'S STRANGE. NOW MY INSTRUMENTS INDICATE THAT THERE IS YET ANOTHER BEAM OF ENERGY BEING BROADCAST THROUGH THE COMPUTER SYSTEM--

-- ONLY THIS ONE IS AIMED AT THAT UNIQUE PRIMITIVE PLANET DURGAN HAS SPENT SO MUCH TIME STUDYING OF LATE--

-- THE BLUE AND GREEN PLANET WHICH ITS INHABITANTS CALL... EARTH!

AND ON THAT SELF-SAME PLANET...

FOOLS! BECAUSE I WAS ON GOOD BEHAVIOR, THEY ENTRUSTED ME TO KITCHEN DUTY!

LITTLE DID THEY KNOW THAT ONE WITH MY SKILLS COULD MAKE USE OF THE COMMON MATERIALS THERE TO ENGINEER AN ESCAPE!

FIRST I JUST CREATE A FINE MIST OF COMMON FLOUR-- THEN STRIKE A MATCH, AND...

FIRE! HELP ME, MY CELL IS ON FIRE!



NOW, BEFORE ANY OF THE GUARDS CAN SHOW UP I'LL PUT ON THIS "PRE-BURNED" SHIRT I PREPARED--



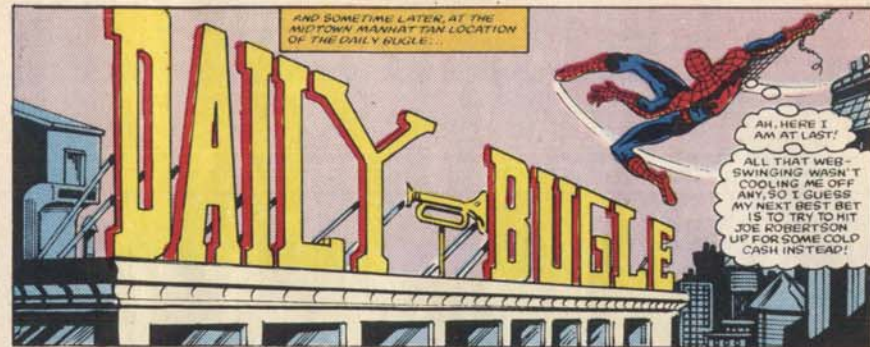
AND APPLY THIS "BURNED SKIN" MASK I MADE FROM A MIXTURE OF COOKSTARCH AND FOOD COLOURING!

MAKESHIFT, AND CERTAINLY NOT UP TO ANY USUAL STANDARDS-- BUT IT SHOULD SUFFICE!



WHAT'S GOING ON...? THERE IS A FIRE IN QUENTIN BECK'S CELL!

HURRY, BRING THE FIRE HOSE!



AND SOMETIME LATER, AT THE MIDTOWN MANHATTAN LOCATION OF THE DAILY BUGLE...

AH, HERE I AM AT LAST!

ALL THAT WEB-SWINGING WASN'T COOLING ME OFF ANY, SO I GUESS MY NEXT BEST BET IS TO TRY TO HIT JOE ROBERTSON UP FOR SOME COLD CASH INSTEAD!



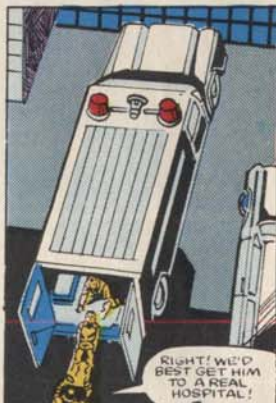
THERE, THAT SEEMS TO BE CONTROLLING IT! CAN YOU SEE BECK?

YEAH-- AND HE DOESN'T LOOK GOOD! LOOK GOOD! BECK?



C'MON, WE'D BETTER HUSTLE HIM ON DOWN TO THE MOTOR POOL! HIS BURNS LOOK FAR TOO SERIOUS! HE'S TO BE TREATED AT THE PRISON INFIRMARY!

OOHHH!



RIGHT! WE'D BEST GET HIM TO A REAL HOSPITAL!



GOOD THING I HAVE A SET OF PETER PARKER DUPS STASHED ON THE ROOF OF THE BUILDING.

I DID MANAGE TO GET SOME SHOTS OF THE BATTLE WITH CLOAK AND I HAD SILVERMAN, THE ANSWER AND THE KINGPIN. MAYBE I CAN SELL JOE SOME OF THEM!



JOE TOLD ME HE WASN'T INTERESTED IN SHOTS OF JUST SPIDEY ANY MORE, BUT THERE SHOULD BE ENOUGH OF THOSE OTHER COSTUMED CHARACTERS TO SATISFY EVEN MY DEMANDING EDITOR IN CHIEF!



I HOPE THERE'S ENOUGH TIME TO GET THEM DEVELOPED FOR THE MORNING EDITION!

-- I'LL JUST TAKE THE OLD STAIRWAY DOWN FROM THE ROOF--



DID YOU SEE HIS FACE? IT WAS...

I KNOW! I'LL GET IN THE BACK AND TRY TO ADMINISTER SOME FIRST AID!

BUT TO TELL YOU THE TRUTH-- I DOUBT HE'LL MAKE IT TO THE HOSPITAL!



YOU COULDN'T BE MORE RIGHT! HOW THOUGHTFUL OF YOU TO KEEP TWO TANKS OF ANESTHETIC GAS HANDY FOR ME!

ENJOY YOUR NAP, BOYS!



NEXT STOP... THE DAILY BUGLE!



-- AND WIND UP IN THE NEWSROOM-- HEY!

MY SPIDER-SENSE IS BUZZING! WARNING ME OF DANGER! IS THAT WORKMAN A MENACE, OR...

HEY, BUDDY! WATCH WHERE YOU'RE WALKING! BLAST IT, I TOLD THEM TO MAKE THIS CORRIDOR OFF LIMITS WHILE I WAS WORKING ON THE VENTILATION SYSTEM! THOSE ARE LIVE WIRES DOWN THERE!



SO THAT'S WHY MY SPIDEY-SENSE WENT OFF?

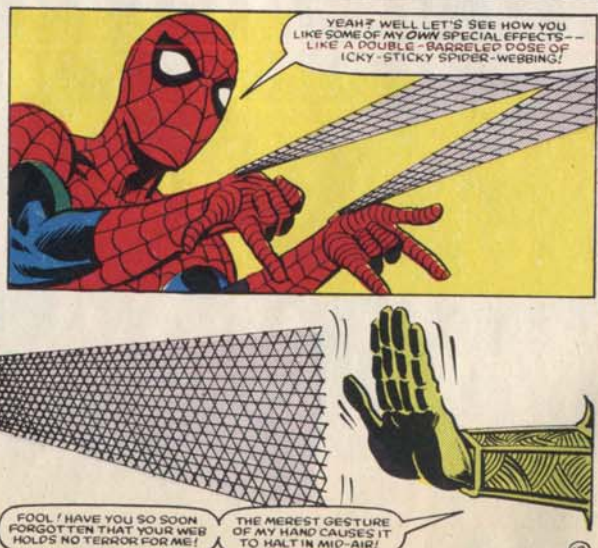
GEEZ, PARKER, WHAT A JERK! YOU'VE BEEN A SUPER HERO FOR TOO LONG-- SEEING MENACES IN THE MOST COMMON EVERYDAY OCCURRENCES!

ER... SORRY!

SURE, PAL! NOW BEAT IT, WILLA? I GOT WORK TO DO.

QUENTIN BECK DIDN'T BREAK OUT OF PRISON JUST TO GET SOUL-UP BY SOME KID WHO LIKES TO HANG OUT IN STAIRWELLS!







-- FREEEE-----

OWS!

W-HOW THE HECK DID MYSTERY GET INTO THIS ROOM AHEAD OF ME? AND WHY THE COSTUME CHANGE?



SPIDER-MAN, I AM CALLED THE CHIEF EXAMINER.

UH-HUH! YOU SWITCH NAMES EVERY TIME YOU CHANGE CLOTHES, MYSTY?



I SEEK THE SECRETS OF YOUR SPIDER-POWERS! FOR ME TO LEARN THEM YOU MUST PASS THROUGH THIS PORTAL!

NOT ON YOUR LIFE, PAL! I JUST GOT FREE FROM YOUR LAST BATCH OF BLACK HOLE GIZMOS--

-- I'M NOT ABOUT TO GO JUMPING INTO THIS ONE VOLUNTARILY!

FUNNY, THOUGH! THIS ONE DOESN'T SEEM TO BE GENERATING THE KIND OF INTENSIFIED GRAVITY FIELD THE OTHER ONES DID!

THWIP!

MAYBE I CAN SNAG MYSTY WITH MY WEBBING NOW THAT HIS GUARD'S DOWN!

NO GOOD! SOMEHOW THAT PORTAL OF MYSTY'S SEEMS TO HAVE TAKEN ALL THE MOMENTUM OUT OF MY WEBBING! IT'S FALLING SHORT BEFORE IT CAN REACH HIM!



NO TIME TO PONDER WHY THIS BLACK HOLE HAS DIFFERENT PROPERTIES THAN HIS OTHER ONES. DON'T WANT TO MAKE A SITTING DUCK OF MYSELF!

EXCUSE ME IF I DON'T STICK AROUND FOR A CHAT, MYSTY! BUT THE SUPERHEROES UNION EXPRESSLY FORBIDS FRATERNIZING WITH THE BAD GUYS!

STILL DON'T KNOW WHY YOU'RE PUTTING ON THAT "CHIEF EXAMINER" ACT! MAYBE I DID GET A WHIFF OF THAT HALLUCINOGENIC GAS OF YOURS!

OR MAYBE YOU JUST LIKE TO CHANGE COSTUMES! UP UNTIL LAST WEEK I HAD A DIFFERENT COSTUME, TOO!



-- THOUGH I NEVER SWITCHED IT IN THE MIDDLE OF A FIGHT!

OH, WELL, STRANGE ARE THE WORKINGS OF THE CRIMINAL MIND!

EXCUSE ME WHILE I BOP OVER INTO THE NEXT--



-- ROOM!

HEY! THAT CLOUD OF SMOKE WAFTING THROUGH THE ROOM! IT CAN'T POSSIBLY BE...



REALLY, MYSTY, YOU OUGHT TO KNOW BY NOW THAT YOU CAN'T BEAT ME IN HAND-TO-HAND COMBAT! IT'S A SNAP FOR ME TO BREAK FREE OF YOUR GRIP!

BUT I STILL CAN'T FIGURE OUT HOW YOU GOT INTO THIS ROOM AHEAD OF ME, CONSIDERING HOW FAST MY SPIDER-SPEED MAKES ME!

IF YOU ARE SO PROUD OF YOUR RESEMBLANCE TO THOSE VILE ARACHNIDS--



GOT TO GET AWAY-- GET TIME TO THINK!

RUN WHILE YOU CAN! SOON YOU WILL BE MORE SPIDER THAN MAN, AND THEN WILL MYSTERY HAVE HIS FINAL REVENGE!

THIS IS INSANE! MYSTERY NEVER HAD THIS KIND OF POWER BEFORE. HOW COULD...?



MYSTERY! BUT HOW-- WAFFE!

HOW COOPERATIVE OF YOU TO LEAP BACK INTO MY CLUTCHES, SPIDER-MAN!



-- THEN BE ONE!

ARRGGHH! M-MY FACE-- MY HANDS! THEY'RE CHANGING-- GROWING!

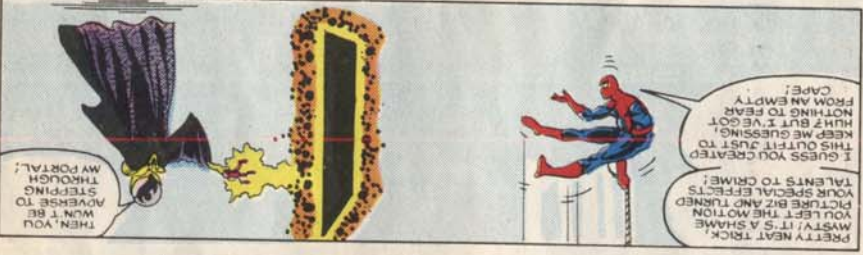
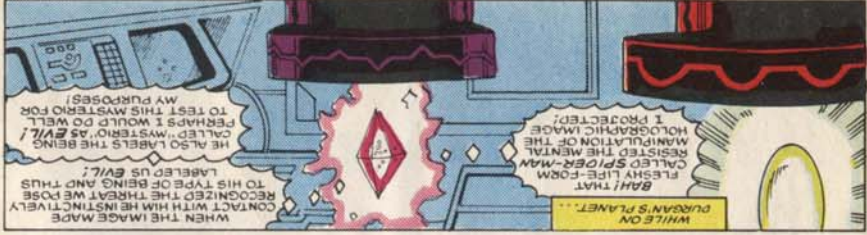
AND THE PAIN--!



OF COURSE! WHEN WE GRAPPLED I MANAGED TO SLAP SOME MOVIE-TV SPECIAL EFFECTS APPLIANCES ON ME!

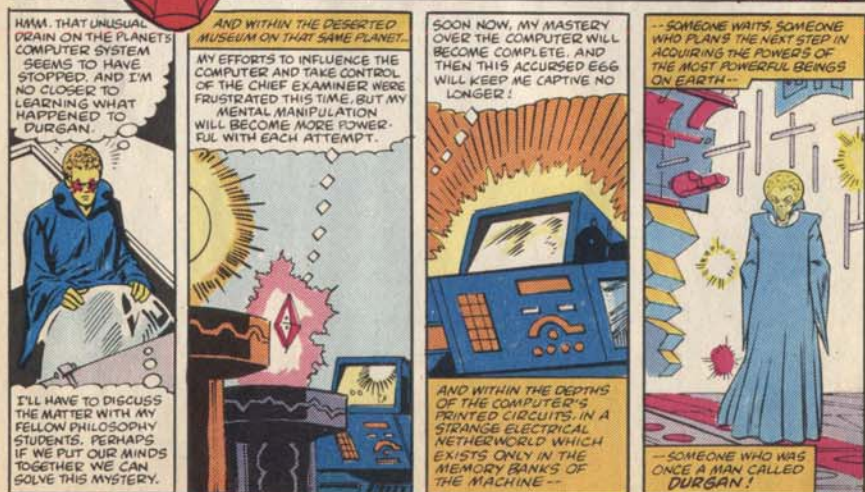
NOT ONLY DID THEY ALTER MY APPEARANCE, BUT HE HAD 'EM FITTED WITH NEEDLES THAT POKED INTO MY SKIN-- CAUSING ME ENOUGH PAIN THAT I OVERLOOKED THE OBVIOUS EXPLANATION AT FIRST!

I'LL SAY THIS FOR MYSTY-- HIS HANDWORK GETS BETTER ALL THE...









So – there is more to come. In fact, the complete storyline spreads across the entire series of 12 comic-strip adventures, all involving different Marvel characters, and each story launches you into a separate and complete QUESTPROBE computer game. So, without further ado, let's get straight to this story's adventure. . .



WHAT IS AN ADVENTURE?

If you have never played an adventure game before then you are in for a real treat. Adventuring permits the player to move at will within the game environment, and to examine objects for clues that will help reach the objective of the game.

For example, an adventure might start thus:

I'M IN A ROOM. VISIBLE OBJECTS ARE A RUBY-ENCUSTED BOX AND A CLOSED DOOR. TELL ME WHAT TO DO.

You may want to start by entering a direction (North, South, up, down etc.) to see if you can leave the room. Chances are, though, that you will have to find a way to get through the door. So, let's try something simple. You type:

OPEN THE DOOR

But the computer answers in no uncertain terms:

SORRY, IT'S LOCKED. WHAT SHALL I DO?

Since the ruby encrusted box appears to be the only other object in the room, let's take a closer look. You type:

NEXT THE FANTASTIC FOUR!

TAKE THE RUBY-ENCRUSTED BOX

However, the computer responds with:

SORRY, I JUST DON'T UNDERSTAND

Don't despair, Pilgrim. The nature of adventuring is such that the computer will generally not understand adjectives, so we must simplify our command. Try again, and type:

TAKE THE BOX

This time the computer says:

O.K.

By saying O.K. the computer is telling you that it has understood your command and the box has now been taken. To check this you can type:

INVENTORY

The computer now responds with:

I AM CARRYING: A RUBY-ENCRUSTED BOX

Now let's take a look inside:

OPEN THE BOX

O.K.

EXAMINE THE BOX

O.K. THERE IS A KEY AND A RARE POSTAGE STAMP.

TAKE THE KEY

Then:

UNLOCK THE DOOR

Computer responds:

O.K. THE DOOR OPENS

At last we are out and the first obstacle has been successfully overcome. You are on your way.

SOME USEFUL NEW FEATURES

There are several new features which have been introduced in Spider-Man to help you interact more easily with your computer.

1) Stringing together of more than one command using 'Then' or a comma (,) e.g.

GET THE BOX, OPEN THE BOX THEN TAKE THE KEY

2) The use of full sentences, e.g.

GO ALL THE WAY UP.

TAKE THE GEM FROM THE AQUARIUM.

TALK TO MADAME WEB.

3) The ability to take or drop more than one object at a time, e.g.

TAKE EVERYTHING

DROP THE GEMS

DROP ALL

SOME HELPFUL WORDS

Although, the vocabulary accepted by your computer is extensive, you may find the words listed below to be of some use as you set about your adventure. Remember these are just a few of the many words available.

CLIMB	MOVE	TALK	TAKE	PUSH	DROP	EXAMINE
GO	ENTER	READ	LEAVE	QUIT	SAVE	LOOK
OPEN	TURN	PULL	RAISE	DIG	LISTEN	JUMP

Finally, the computer can understand much more than you may think, so experiment.

ONE LETTER COMMANDS

You may use the following single keys to perform a variety of tasks and to expedite playing time. Type the letter for the function you want then hit return.

C	-turn on/off lowercase (Apple only)
V	-turn on/off optional Vortrax speech unit (or printer output on Apple or Atari only)
Z	-turn on/off graphics mode (Graphic disk versions only)
ENTER	-review text window (Graphic disk versions only)
N,S,E,W,U,D	-go north, south, east, west, up or down
O	-output to printer (Atari only)
A	-Atari character set (Atari only)
B	-script-style character set (Atari only)
L	-look
I	-take inventory of items carried

DESCRIPTIONS OF MARVEL CHARACTERS YOU MAY MEET

Spider-Man – Friend.

Real name: Peter Parker.

Occupation: Freelance photographer, adventurer.

Identity: Secret.

Base of operations: New York City.

Origin: Parker was bitten by a massively irradiated spider and as a result, soon found that he had gained the abilities of a spider and hugely increased strength. Using his new-found powers, Parker started a short-lived show-business career that was soon given up in favour of crime-fighting. Peter Parker now works for the Daily Bugle as a freelance photographer, mainly selling photographs of Spider-Man in action.

Height: 5'10"

Weight: 165 lbs.

Eyes: Brown

Hair: Brown

Powers: Spider-Man possesses superhuman strength, reflexes and equilibrium, the ability to cling to almost any kind of surface, and a subconscious danger sense (Spider-sense). He can lift up to 10 tons, and his reflexes are on average 15 times faster than a normal man.

Weapons: Spider-Man has developed a spider-like web-spinning device and a silk-like compound that mimics a spider's natural abilities.

Madame Web – Friend.

Real name: Cassandra Webb.

Occupation: Professional medium.

Identity: Publicly known.

Base of operations: New York City.

Origin: Cassandra Webb has been blind since birth but discovered at an early age that she possessed clairvoyant abilities. She became a professional medium later in life but was stricken by a disease of the nervous system which left her totally dependent upon a large spider-web like life support system equipped with robot arms that take the place of her useless limbs.

Height: 5'6"

Weight: 110 lbs

Eyes: Pale grey

Hair: Black and silver

Powers: Madame Web possesses a number of psychic sensory powers. With great concentration she is able to scan peoples' thoughts or project her own thoughts into the minds of others. She also has the ability, to a limited extent, to predict future events.

Electro – Foe.

Real name: Maxwell Dillon.

Occupation: Professional criminal.

Identity: Publicly known.

Base of operations: Mobile.

Origin: While working for an electrical power company, Dillon was struck by lightning which caused a mutagenic change in his nervous system. This resulted in him becoming a human electrical capacitor.

Height: 5'11"

Weight: 165 lbs

Eyes: Blue

Hair: Red-brown

Powers: Electro has the ability to generate electrostatic energy (up to 1,000 volts per minute) and is able to store up to 100,000 volts at any time. This can be discharged at a controlled rate, with anything from one volt, to the full 100,000 being released at a time (capable of killing a man at a range of ten feet). He can release a bolt of lightning which can travel up to 100 feet at a speed of 1,100 feet per second. Electro is also capable of travelling at great speed along electrical power lines simply by creating imbalances in his magnetic field, and he can manipulate certain electronic devices to a limited extent.

Sandman – Foe.

Real name: William Baker.

Occupation: Former professional criminal.

Identity: Publicly known.

Base of operations: Mobile.

Origin: Baker was on the run from the police after escaping from prison in New York. He sheltered in a nuclear testing site where he was exposed to a massive dose of radiation. This caused his body to take on the properties of animated sand.

Height: 6'1"

Eyes: Brown

Weight: 450 lbs

Hair: Brown

Powers: Sandman can convert all or part of his body to sand, compact his body to make it as hard as sandstone or loosen it to make him invulnerable to physical attack.

Mysterio – Foe.

Real name: Quentin Beck.

Occupation: Former Hollywood special effects designer, now professional criminal.

Identity: Known to the police, secret to the public.

Base of operations: Mobile.

Origin: Beck was an extremely accomplished stunt man and special effects designer before he set himself the task of killing Spider-Man and taking his place, but as Mysterio, he was defeated and ended up in prison.

Height: 5'11"

Eyes: Blue

Weight: 175 lbs

Hair: Black

Powers: Mysterio is a skilled fighter and athlete, a master hypnotist and illusionist. He wears a 'fishbowl' type helmet with an oxygen supply; carries portable projectors for the creation of large-scale illusions, and has canisters attached to his back which emit a thick gas which not only obscures vision but also acts against Spider-Man's spider-sense.

Ringmaster – Foe.

Real name: Maynard Tiboldt.

Occupation: Circus ringmaster and professional criminal.

Identity: Publicly known.

Base of operations: Mobile.

Origin: Born into a circus family in Austria, Tiboldt became the master of his own circus after the second world war and came to America. However he soon discovered that his small circus could not make profits while in competition with huge American circus troupes, so he turned to crime. He now runs an outfit called the 'Circus of Crime' which travels across America hypnotising and

robbing its audiences.

Height: 6'1" Eyes: Green Weight: 190 lbs Hair: Grey-black
Powers: Ringmaster has some skill in acrobatics and hand-to-hand combat but his main skills lie in hypnosis through the 'nullatron' device, concealed in his top hat. The hat is also equipped with projectors which transmit bright lights through a spinning disc mounted on the front. These lights can daze and disorient potential victims, making them less able to resist his mind-control.

Doctor Octopus - Foo.

Real name: Otto Octavius.

Occupation: Ex-atomic research consultant, criminal mastermind.

Identity: Publicly known.

Base of operations: New York City.

Origin: Octavius constructed a chest harness with four tentacle-like arms to enable him to manipulate radioactive substances at a safe distance. In a freak accident the harness became bonded to his skin and nervous system due to exposure to radiation.

Height: 5'9" Eyes: Brown Weight: 245 lbs Hair: Brown

Powers: Dr. Octopus can mentally control his four electronically powered telescopic limbs to great effect. Each tentacle is five inches in diameter, can be extended from a length of six feet up to a maximum of twenty-four feet. The arms each end in three pincers capable of gripping with a force of up to 175 pounds per square inch, and rotating a full 360 degrees in a screwdriver-like fashion. Each tentacle can lift 3 tons and travel at speeds of up to 90 feet per second. By spinning his arms like a giant fan Dr. Octopus can create a wind of up to 50 miles per hour. The limbs can be separated from their harness and controlled by Octopus at distances up to 900 miles.

Lizard - Foo.

Real name: Dr. Curtis Conners.

Occupation: Research biologist.

Identity: Secret.

Base of operations: New York City and West Palm Beach, Florida.

Origin: Conners was an army surgeon until his arm was amputated following a wound in the Korean war. He turned to the study of reptiles and became a leading authority. He discovered the chemical that allows reptiles to regenerate, and when he applied it to himself he found that not only was his arm regenerated but his whole body took the form of a reptilian-humanoid.

Height: 5'11" Eyes: Blue Weight: 175 lbs Hair: Brown

Powers: The Lizard can lift up to 12 tons, jump over 18 feet, and run at 45 miles per hour. His reactions are about twice the speed of a normal man, and his 6'6" tail can be moved at a speed of 100 feet per second.

Hydro-Man - Foo.

Real name: Morrie Bench.

A man who can transform all or part of his body into water.

Chief Examiner - ?

The mysterious overseer of the QUESTPROBE Series, as yet very little is known about him.

SAVING YOUR ADVENTURE FOR LATER PLAY

An adventure will often last longer than the time available in a single sitting. You may save the game you are playing and return later to take up where you left off. To save a game in progress, type *SAVE GAME* at any time; you can save to tape or to disk.

To load a saved game simply answer *YES* to the question *WANT TO LOAD A PREVIOUSLY SAVED GAME?* at the start of the adventure.

To end a game in progress, type *QUIT*. If you intend to continue the game at a later date be sure to save the game before using this command.

LOADING INSTRUCTIONS

SPECTRUM 48K

1. Place cassette in recorder and rewind.
2. Type *LOAD""* and hit *ENTER*
3. Press play on tape recorder and programme will load and run automatically. If programme fails to load alter tone and volume controls on tape recorder and try again.

COMMODORE 64

Disk

1. Place disk face up in drive one.
2. Type *LOAD"SP*",8*.
3. When ready prompt appears type *RUN*.

Cassette

1. Place cassette in recorder and rewind.
2. Hold down the *SHIFT* key and press *RUN/STOP*.
3. Press play on tape recorder. Programme will load and run automatically.

BBC MODEL B

1. Place cassette in recorder and rewind.
2. Type *CHAIN ""* and hit *RETURN*.
3. Press play on tape recorder. Programme will load and run automatically. If programme fails to load, adjust tone and volume controls and try again.

ATARI 400/800 32K TAPE

1. Remove all cartridges (Basic/Rally Speedway etc.)
2. Place cassette in tape recorder and rewind.
3. Switch off machine.
4. Switch on machine while holding down *START* key.
5. Computer will beep once: press *RETURN* and programme will load and run automatically

ATARI 400/800 48K DISK

1. Remove all cartridges.
2. Place disk in drive one.
3. Switch machine off then on again.
4. After a short while further instructions will appear on the screen, follow these.

DRAGON 32K TAPE

1. Place cassette in recorder and rewind.
2. Type *CLOADM*.
3. Press play on tape and programme will load and run automatically.